

## CLAIMS

I claim:

*Sub R27* Claim 1 - A gaming device, comprising, in combination:

a display,

a plurality of decision making means,

wagering means,

a processor including random means operatively coupled to said display, said decision making means and said wagering means to receive and transmit information therebetween,

said display including a plurality of symbols oriented in an RXC matrix,

said plurality of symbols changing as a function of said wagering means and said random means to provide a first outcome,

said processor including a comparison means between said first outcome and a payable, and including means to change the location of one or more symbols if said first outcome is not recognized by said payable such that said one or more symbols move from their first outcome orientation to a different area in said RXC matrix to provide a second outcome recognized by said comparison means to be on said payable.

Claim 2 - The gaming device of claim 1 wherein said symbols move from said first outcome orientation to any other area in said RXC matrix to produce said second outcome recognized by said comparison means to be on said payable.

Claim 3 - The gaming device of claim 1 wherein said symbols only move from said first outcome orientation to an area within the same row or column, or along the same diagonal, in said RXC matrix to produce said second outcome recognized by said comparison means to be on said payable.

Claim 4 - A gaming device according to claim 1, wherein said symbols only move from said first outcome orientation to an adjacent area in said RXC matrix to produce said second outcome recognized by said comparison means to be on said payable.

Claim 5 - The gaming device of claim 1 wherein said symbols only move in one direction from said first outcome orientation to an adjacent area in said RXC matrix to produce said second outcome recognized by said comparison means to be on said payable.

Claim 6 - The gaming device of claim 1 wherein said symbols that move from said first outcome orientation in said RXC matrix to produce said second outcome recognized by said comparison means to be on said payable are located in a subset of rows or columns of said RXC matrix.

*Sub A37* Claim 7 - The gaming device of claim 1 wherein said symbols that move from said first outcome orientation in said RXC matrix to produce said second outcome recognized by said comparison means to be on said payable are located in one specific column of said RXC matrix.

Claim 8 - The gaming device of claim 1 wherein z symbols move from said first outcome orientation to create said second outcome recognized by said comparison means to be on said paytable where z is the number of symbols necessary for a winning outcome

Claim 9 - The gaming device of claim 8 wherein any subset of z symbols move from said first outcome orientation to create said second outcome recognized by said comparison means to be on said paytable.

*Subpk<sup>4</sup>* Claim 10 - The gaming device of claim 1 wherein said symbols move from said first outcome orientation to produce said second outcome recognized by said comparison means to be on said paytable, wherein said second outcome is recognized by said comparison means to be the highest-ranking combination on said paytable of possible combinations of said symbols of said first outcome orientation.

Claim 11 - The gaming device of claim 1 wherein said symbols move from said first outcome orientation to produce said second outcome, wherein said second outcome is recognized by said comparison means to be the lowest-ranking combination on said paytable of possible combinations of said symbols of said first outcome orientation.

*SubB3* Claim 12 - The gaming device of claim 1 wherein said means to change the location of one or more symbols if said first outcome is not recognized by said paytable is active during all times of operation.

Claim 13 - The gaming device of claim 1 wherein said means to change the location of one or more symbols if said first outcome is not recognized by said payable is not active during all times of operation.

Claim 14 - The gaming device of claim 1 wherein a subset of said plurality of symbols may move from said first outcome orientation to produce said second outcome recognized by said comparison means to be on said payable.

*Sub P5* Claim 15 - A method for wagering on a gaming device, including the steps of:  
making a wager to enable the gaming device,  
evoking chance means to trigger an outcome,  
displaying the outcome,  
comparing the outcome to a payable,  
awarding credits if the outcome is found on the payable,  
determining whether an outcome found on the payable can be made by permuting the initial outcome if the outcome is not on the payable,  
manipulating the losing outcome to produce a winning outcome, and  
awarding credits for the manipulated outcome found on the payable.

Claim 16 - An apparatus for wagering, comprising, in combination:  
wagering means,  
means for displaying a plurality of symbols in an RXC matrix with N paylines,  
means for comparing displayed symbols to a payable,

means for incrementing an award due in the presence of a winning outcome, and

means for changing the location of displayed symbols to produce a winning outcome

ADD A<sup>b</sup>)

ADD B 8)